

Peren Siannodel

CHARACTER NAME

Wizard 1

CLASS & LEVEL

Half-Elf

RACE

Sage

BACKGROUND

Chaotic Good

ALIGNMENT

Neil Marino

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

11

+0

DEXTERITY

15

+2

CONSTITUTION

14

+2

INTELLIGENCE

18

+4

WISDOM

14

+2

CHARISMA

14

+2

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +0 Strength
- ☐ +2 Dexterity
- ☐ +2 Constitution
- ☒ +6 Intelligence
- ☒ +4 Wisdom
- ☐ +2 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☒ +6 Arcana (Int)
- ☐ +0 Athletics (Str)
- ☐ +2 Deception (Cha)
- ☒ +6 History (Int)
- ☐ +2 Insight (Wis)
- ☐ +2 Intimidation (Cha)
- ☒ +6 Investigation (Int)
- ☒ +4 Medicine (Wis)
- ☐ +4 Nature (Int)
- ☐ +2 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☐ +2 Persuasion (Cha)
- ☐ +4 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

12

ARMOR CLASS

INITIATIVE

30

SPEED

Hit Point Maximum 8

8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

1d6

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I sleep with my back to a wall or tree, with everything I own wrapped in a bundle in my arms.

PERSONALITY TRAITS

We have to take care of each other, because no one else is going to do it.

IDEALS

I owe a debt I can never repay to the person who took pity on me.

BONDS

I will never fully trust anyone other than myself.

FLAWS

NAME

quarterstaff

ATK BONUS

+2

DAMAGE/TYPE

1d6 1H

1d8 2H

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Common, Elvish, Dwarvish, Gnomish, Halfling

Armor: none

Weapons: daggers, darts, slings, quarterstaves, light crossbows

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

GP

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GP

A Bottle of Black Ink
A Quill
Scroll Case
5 paper
A Small Knife
A Set of Common Clothes
Component Pouch
Explorer's Pack
- backpack
- bedroll
- mess kit
- tinderbox
- 10 torches
- 10 days of rations
- waterskin
- 50 ft hemp rope
Healer's Kit
Spellbook

EQUIPMENT

Medium Size

Darkvision - 60 feet

Fey Ancestry - advantage on charm saving rolls, can't be put to sleep magically

Researcher - when you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature.

FEATURES & TRAITS



Peren Siannodel

CHARACTER NAME

21

AGE

5'3"

HEIGHT

130

WEIGHT

Dark Brown

EYES

Brown

SKIN

Dark Brown

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Peren Siannodel (Moonbrook) is a Half-Elf of noble descent. Their family wanted them to commit themselves to the study and preservation of arcane texts, especially those created by the Siannodel line, but they preferred performing magic to studying it intently. They left home in their early teens and lived by leveraging their name and what meagre funds they were able to sneak out of the family vault. Very soon after they began their life on the road they met a wizard that took them under their wing and taught them one-on-one while they traveled in a larger group of merchants.

Eventually, they split from their original traveling companions and the wizard who trained them. The wizard promised they would meet again when the time was right. Peren is now looking to expand their skills and work with other traveling groups to spread good and have fun!

CHARACTER BACKSTORY

- likes jewelry and bangles
- wears earthy tones rather than bright colors like an Elf would
- doesn't like using their name as leverage but will in certain situations that they intuit it would be helpful
- has noble, sage, and urchin backgrounds (trait, ideal, bond, flaw from urchin, proficiencies/feature/equipment from sage)

ADDITIONAL FEATURES & TRAITS

A letter from a dead colleague posing a question they have not yet been able to answer.

A purple handkerchief embroidered with the name of a powerful arch-mage.

TREASURE



<div></div> <div>SPELLCASTING ABILITY</div>	<div>14</div> <div>SPELL SAVE DC</div>	<div>+4</div> <div>SPELL ATTACK BONUS</div>
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CANTRIPS

Death Sight
Fire Bolt
Mending

SPELL LEVEL	SLOTS TOTAL	SLOTS EXPENDED
1	2	

PREPARED

- ☐ SPELL NAME
- ☒ Mage Armor
 - ☒ Grease
 - ☐ Detect Magic
 - ☐ Magic Missile
 - ☐ Fog Cloud
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